Dear Luis,

Our names are Arthur and Tygo and this is our briefing that we would like some feedback on.

We want to make a **racing game**and this is how we want to do that:

Project name:

* GTRacing Pro

The game will contain (mechanics):

* Reasonably realistic controllable car. A car that will be controlled by the player
* Car choosing. You can choose the car you can play with and they will have different driving characteristics.
* Controllers. The game will be controlled via a keyboard or a controller.
* Timer. The timer will start and stop and time the lap time at the finish line.
* High-score. The lowest lap time will be the highest score, this will be tracked.
* Crashing. The player can crash against the wall, this will reset the car back to the track.
* Main Menu. A simple main menu.
* Pause Menu. A pause menu used to quit and reset the game.

The player will (dynamics):

* Try to improve their laptime.
* Try to cut corners in the track
* Crash or hit the barrier

The goal of the game will be (aesthetics):

* Challenge, you will want improve your time and driving skill throughout playing the game.
* Submission, it will be easy to pick up and hard to master because the concept is quite simple.

What will the game look like (visuals):

* The game will look semi realistic and will be inspired by other racing sims. We will make it look like this by using third party models and assets.

Tasks for these weeks (roughly)

Week 5

* Fully finished Game-design document.
* Fully finished Technical-design document.
* Created a trello featuring these documents.

Week 6

* First rough PoC with simple controls and the base mechanics

Week 7

* First prototype and first feedback phase
* Process feedback and add more content

Week 8

* Add final touches
* Present game

Task division:

Arthur will do most of the game design together with several visuals in the game.

Tygo will do most of the coding together with the rest of the visuals.

 Note:

All this information is not final.